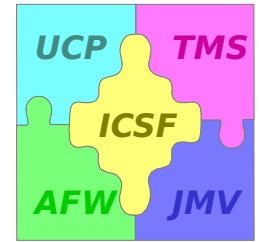


Joint Mapping Toolkit – Visualization (JMV)

Peter Kunkel



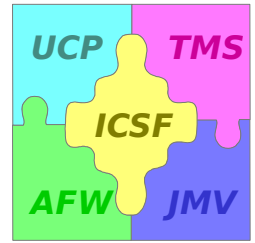
Agenda



- ❑ Overview
- ❑ Architecture
- ❑ APIs



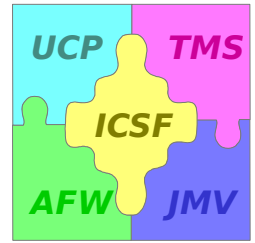
JMV Overview



- ❑ *JMV provides the framework under which multiple applications can share a single map to create a complex composite picture.*
- ❑ *The composite picture consists of two distinct conceptual layers*
 - *Background Map*
 - *Foreground Objects.*



JMV Overview (2)



❑ Background Map

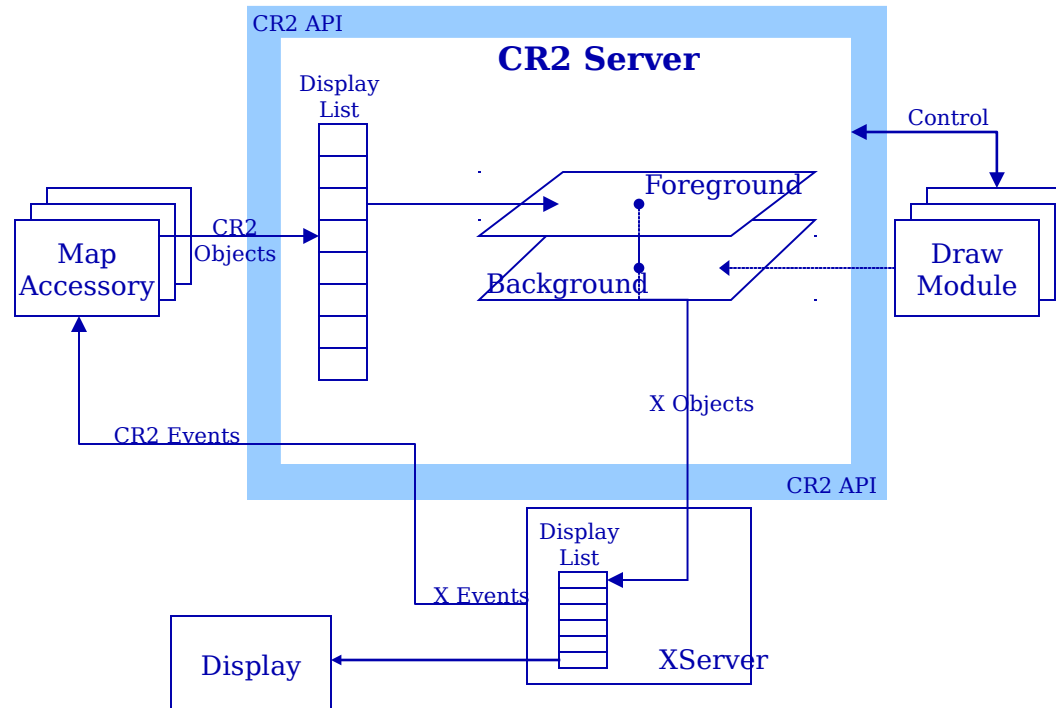
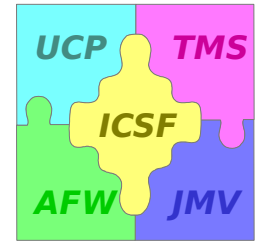
- Created by plug-in components known as Draw Modules.
- Draw Modules contribute to the background map by
 - Rendering a map product s such as CADRG
 - Drawing particular geographic features such as roads or navigation aids.

❑ Foreground Objects

- Graphic objects that are drawn in layers on top of the background by the server.
- Representative graphic objects are arcs, circles, corridors, boxes and military symbols (e.g., MIL-STD-2525B).
- Created by Map Accessory clients



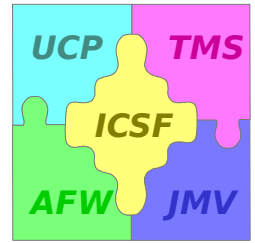
JMV Architecture



The CR2 Server allows multiple Map Accessories to share a common geographic display.



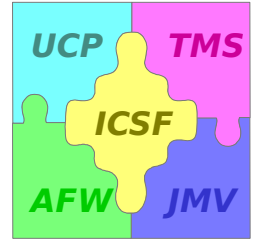
JMV APIs



- ❑ *Zm is the C language API to Cartographer and performs the following three functions:*
 - *Zm provides the inter-Client protocol of requests and replies between Cartographer and a connected Cartographer Client.*
 - *Zm orchestrates methods to set and get elements of Zm opaque data types.*
 - *Zm permits the creation and manipulation of Display List objects.*



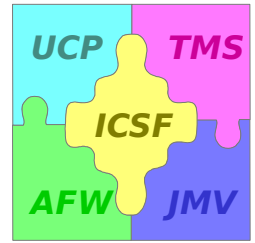
Map Accessory Development



- ❑ *Map Accessories follow the following design template:*
 - *Connecting to Cartographer*
 - *Attaching to a Map Window*
 - *Creating Map Objects*
 - *Handling events*
- ❑ *Sample Code Listings*
 - *C Example*
 - *Java Example*



Java Examples



❑ *Connecting to Cartographer*

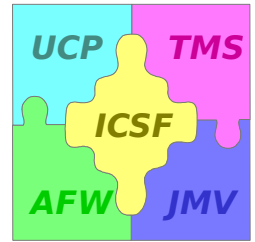
```
public static void main( String args[] )  
    { IJmvMapApp app = new JmvMapApp(args);
```

❑ *Attaching to a Map Window*

```
    IJmvMapWin win = app.getMapByName("System");
```




Java Examples (2) – Creating Map Objects



```
JmvGraphicsModel model = new JmvGraphicsModel();
model.setForeground(color);
model.setBackground(color);
model.setTextColor(new JmvPenColor(255, 255, 255));

int font = m_win.getFont("Courier");
model.setFont(font);
model.setFillType(JmvGraphicsModel.FILL_STIPPLED);

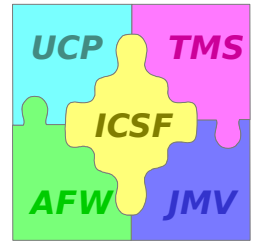
JmvCircle circle = new JmvCircle(info.getPosition(), radius);
IJmvPoint textPoint = new JmvPoint(info.getPosition().getLat(),
    info.getPosition().getLng() + 1.0);
JmvText text = new JmvText(textPoint, info.getName());

circle.setGraphicsModel(graphicsModel);
circle.setAutoAnimate(false);
text.setGraphicsModel(graphicsModel);
text.setAutoAnimate(false);

m_win.addObject(circle);
m_win.addObject(text);
public static void main( String args[] )
{ IJmvMapApp app = new JmvMapApp(args);
```



Java Examples (3) – Handling Events



```
m_win.addChartObjectListener(new JmvChartObjectListener() {
IJmvPoint m_pnt1;
JmvLineAnimation m_animLine;
public void objectDown( JmvObjectEvent e )
{
    JmvChartObject obj = e.getObject();
    if (obj instanceof JmvCircle) {
        JmvCircle circ = (JmvCircle)obj;
        if (m_pnt1 == null) {
            m_pnt1 = circ.getCenter();
            m_animLine = new JmvLineAnimation( m_pnt1, m_pnt1 );
            m_animLine.setAnimationType((int)JmvLine.LINE_PNT2);
            m_win.addObject(m_animLine);
        }
        else { m_win.removeObject(m_animLine);
            JmvLine line = new JmvLine(m_pnt1, circ.getCenter());
            line.getGraphicsModel().setPickableTgl(false);
            line.setAutoAnimate(false);
            m_win.addObject(line);
            m_pnt1 = null;
        }
    }
}
```